

(12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(19) World Intellectual Property
Organization
International Bureau



(43) International Publication Date
22 April 2004 (22.04.2004)

PCT

(10) International Publication Number
WO 2004/033056 A1

(51) International Patent Classification⁷: A63F 9/24

(21) International Application Number:
PCT/IL2003/000810

(22) International Filing Date: 9 October 2003 (09.10.2003)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data:
60/417,624 11 October 2002 (11.10.2002) US

CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.

(84) Designated States (*regional*): ARIPO patent (GH, GM, KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IT, LU, MC, NL, PT, RO, SE, SI, SK, TR), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

(71) Applicant and

(72) Inventor: SCHWARTZ, Erez [IL/US]; 8687 West Sahara
Av. #201, Las Vegas, NV 89117 (US).

Published:

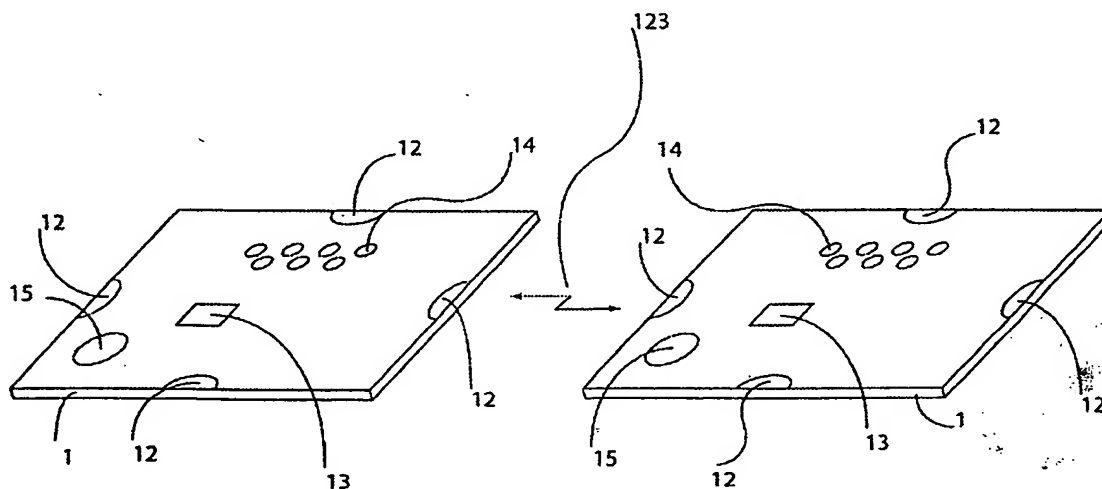
- with international search report
- before the expiration of the time limit for amending the claims and to be republished in the event of receipt of amendments

(74) Agent: ZUTA, Marc; 19 Ben Yehuda Street, P.O. Box
2162, Petah Tikva 49120 (IL).

(81) Designated States (*national*): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CO, CR, CU,

For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

(54) Title: ELECTRONIC CARD SYSTEM AND METHOD



(57) **Abstract:** An electronic game card (1) comprising a controller and one or more communication devices (12), all contained within a planar card having three or more sides. The communication devices (12) allow communications between adjacent cards when two cards are placed close to each other, with one side of each card opposite a side of the other card. An electronic card game method comprising: Defining the number of participants in the game; setting up the game; each participant locates his/her cards on a flat surface, adjacent to each other; performing a setup procedure; automatically recognizing the game configuration; detecting and addition of a new card and automatically responding thereto.